



NEXT WAR: POLAND

NATO & US Setup

17.2.3.1 Non-US, -Poland, & -Baltic Ground Units and SOF Markers:

- A) Set all HQ, Attack Helicopters, and SOF Markers aside and place the following ground units into an opaque container:

Strategic Surprise: German, French, Canadian, UK Cdo, and Dutch battalions, IT 66/Friuli, IT Ser/Friuli, and IT 4 Genoa/Friuli.

Tactical Surprise: Above + all RRC ground units.

Extended Buildup: Above + all German and UK ground units.

- B) Randomly draw two of them. Roll a die for each of the units chosen and place it per the die roll below:

0	Any Baltic country
1	Estonia
2-3	Any hex in Poland
4	Lithuania (Land Area or hex)
5-7	Any hex in Poland
8	Latvia
9	Any hex in Poland or in any Baltic country

The player may make all the rolls before placing any units.

If two units from the same Formation are chosen, e.g. FG, RRC, Friuli, that HQ and an Attack Helicopter of that nationality may be set up in the same hex/Land Area as one of its units.

- C) Then add all other (not US, Poland, or Baltic) non-HQ ground units, Attack Helicopters, and SOF Markers into the opaque container used above.

17.2.3.2 Baltic Air Policing Mission: The NATO player determines the nationality of the Baltic Air Policing Mission by rolling a die on the table below:

Die Roll	Air Policing Mission Nation
0	Canada
1	France
2	Germany
3	Denmark
4	Netherlands
5	UK
6	Belgium
7	Spain
8	Italy
9	USAF

Choose one air unit from that nationality and place it in the NATO Ready Box.

Place all NATO air units except CA, IT, SP, US (Except FR Rafale M) in a separate opaque container. Randomly choose six air units from the cup and place them in the NATO Ready Box. Add all remaining non-US NATO air units into the opaque container afterward.

17.2.3.3 NATO Naval Units: Most NATO naval units arrive per the NATO Reinforcement Schedule.

If any of the UK Cdo units are drawn above [17.2.3.1], the UK AMPH is also available, and those UK units may start in the North Sea.

17.2.4 US Setup

17.2.4.1 US Army:



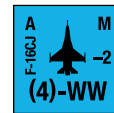
Place the US 2 ACR in the Germany Land Area.

Randomly draw one of the US 7-8 ABCTs. Place it using the same method used above for non-US Ground Units [17.2.3.1].

After drawing the ABCT, place an AH-64 from the same Formation. If the ABCT is placed in a Land Area, so is the Attack Helicopter. If in Poland, then it may be placed in any eligible hex.

US Army units that do not set up as above arrive as per the US Reinforcement Schedule.

17.2.4.2 US Air Force:



Set up all B-1, B-2, and B-52 units by scenario as follows:

Strategic Surprise: USA Flown Box

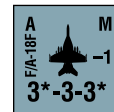
Tactical Surprise: B-1s, B-2s in USA Ready Box; B-52s in Flown Box

Extended Buildup: USA Ready Box

Place one F-16CJ in the NATO Ready Box.

US Air Force units that do not set up as above are placed in an opaque container, separate from the NATO ground and air units, to be drawn randomly per the US Reinforcement Schedule.

17.2.4.3 US Navy:



Set up the USN by scenario as follows:

Strategic Surprise: 1 x CVN BG, 1 x Carrier Air Wing, 1 x AMPH

Tactical Surprise: 2 x CVN BG, 2 x Carrier Air Wings, 2 x AMPHs

Extended Buildup: All USN units except SAG

All USN CVN BG and AMPH units set up in the North Sea. The USN SAG sets up in the North Sea, Bornholm Basin, or Southern Baltic At Sea (or associated Inshore) Boxes or the Germany, Poland, or Bornholm Land Areas.

US Navy units that do not set up as above arrive as per the US Reinforcement Schedule.

17.2.4.4 US Marine Corps:



Set up the USMC by scenario as follows:

Strategic Surprise: 22 MEU HQ, 1/2, 2/2, 3/2 infantry battalions, (North Sea AMPH)

Tactical Surprise: Above + II MEF HQ, 2-LAR, 2 Armor, 1 x AH-1Z (North Sea AMPH), 1 x F/A-18, 1 x F-35B

Extended Buildup: All USMC (any hex in Poland, or Germany, or in the North Sea on AMPH(s))

USMC air units are placed in the NATO Ready Box.

USMC units that do not set up as above arrive as per the US Reinforcement Schedule. The 22 MEU HQ only sets up in Strategic Surprise.



US Reinforcement Schedule



ID	Standard/Advanced Game	Advanced Game
A	USA - 173rd Bde	
B	USA - 1/82	1 x SOF Marker; 4 x Cruise Missile points; USAF - 2 x random draw
C	USMC - 2-LAR, 2 Arm, AH-1Z; USN - 1 x AMPH, 1 x CVN BG ²	II MEF HQ USMC - 1 x F/A-18, 1 x F-35B; USAF - 2 x random draw; 2 x Cruise Missile points
D	USA - 82 Airborne Division (all units), 1 x Airmobile Pt.	82 HQ USAF - 2 x random draw; 2 x Cruise Missile point
E	1/101, 1 x AH-64/101	101 HQ 2 x Cruise Missile points
F	1 x SAG	USAF - 2 x random draw; 2 x Cruise Missile point
G	USA - 101st Air Assault Division (all units)	1 x SOF Marker; USAF - 2 x random draw; 2 x Cruise Missile point
H	USMC - 1/6, 2/6, 3/6; USN - 1 x AMPH	USMC - 1 x AV-8B; 2 x Cruise Missile point
I	USA - 2/4; AH-64/4; +4 Air Transport	4ID HQ, MSU 2 x Cruise Missile points; USN - 1 x SAG; USAF - 1 x random draw
J		USAF - 2 x random draw
K	2 x USA BCT ¹	1 x SOF Marker; USAF - 1 x random draw
L	+2 Sea Transport	4 x Cruise Missile points
M	2 x USA BCT ¹	USAF - 2 x random draw
N	+2 Sea Transport	4 x Cruise Missile points
O	2 x USA BCT ¹	
P	+2 Sea Transport	4 x Cruise Missile points
Q	2 x USA BCT (random)	

Notes: ¹ US Division HQs and AH-64s are placed along with the first of their BCTs which are drawn.

² Add a Carrier Air Wing in the Advanced Game [GSR 13.3].



NATO Reinforcement Schedule



Turn	Ground Units ^{1,2}	Advanced Game	Naval Units ⁴
1	2 x Random Draws	1 x Random Air Unit Draw, 1 x Missile point	GE 1 ¹ SAG (Bornholm Basin Inshore Box)
2	3 x Random Draws	2 x Random Air Unit Draws, 3 x Missile point	DE SAG (Bornholm Basin Inshore Box)
3	3 x Random Draws	2 x Random Air Unit Draws, 2 x Missile point	GE 2 ¹ SAG
4+	4 x Random Draws ³	3 x Random Air Unit Draws ³ , 1 x Missile point	FR CV

Notes: ¹ In the Advanced Game this includes SOF.

² If a unit is drawn and that unit's HQ is not in play, that HQ arrives with the unit.

³ Turn 4+ after Article 5 Entry, continuing drawing 3 units until all units are drawn.

⁴ The UK AMPH arrives in the North Sea when the first UK Cdo battalion is drawn.



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